

ABSTRACT OF THE DISCLOSURE

A game server system including a game server which is accessed by handheld personal portable devices such as PDA's or cell phones. These personal portable devices have a primary business, data storage, communication or other practical function in combination with a secondary personal entertainment function. The devices have the ability to communicate over a communication network with a game sever computer and download games and/or receive and transmit game information. Certain games of the handheld personal portable devices include as part thereof a tracking arrangement for tracking game use information for later communication to the game server computer. With this arrangement two way synchronization occurs between each handheld personal portable device and the game server computer.